

① Unison Cards and You

- Unison Cards are a new card type separate from Leader Cards and Battle Cards.
- Unison Cards are played to a new area: the Unison Area. Only one Unison Card can be played in your Unison Area at a time.

● Anatomy of a Unison Card

This is the card's energy cost. The X represents the card's total cost, which can be any amount you like, assuming you have enough energy to pay it. X must be an integer greater than or equal to zero. If the card has a specified cost, this is the minimum cost that needs to be paid to play the card.

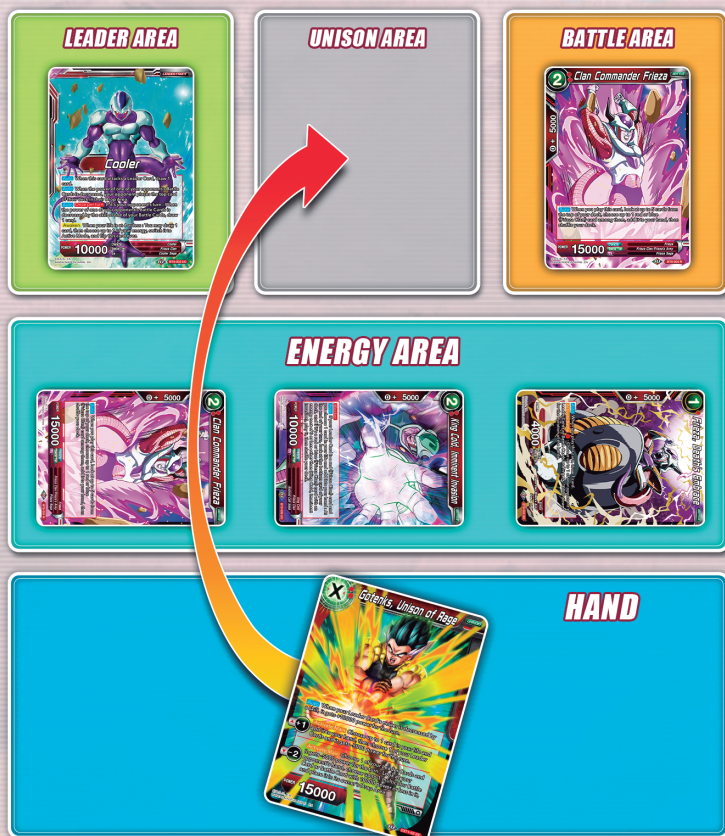
+1 These icons show a skill's marker cost.

When activating a skill with a marker skill cost, you must be able to add or subtract markers from the card equal to the number specified by the icon. Skills with ± 0 marker cost do not require adding or subtracting markers.

Unlike Battle Cards, Unison Cards don't have a combo cost or combo power. They don't have traits, character names, or sagas, either.



● Playing Unison Cards



Like Battle Cards, you play Unison Cards from your hand by paying their energy cost and placing them in your Unison area.

Step-by-Step

① Decide the Unison Card's total cost, switch energy equal to the total cost to Rest Mode, and announce you're playing the card.

(If the card has a specified cost, it needs to be paid as part of the total cost.)

② Place the card in your Unison Area. It comes into play with markers on it equal to the number of energy cards you switched to Rest Mode.

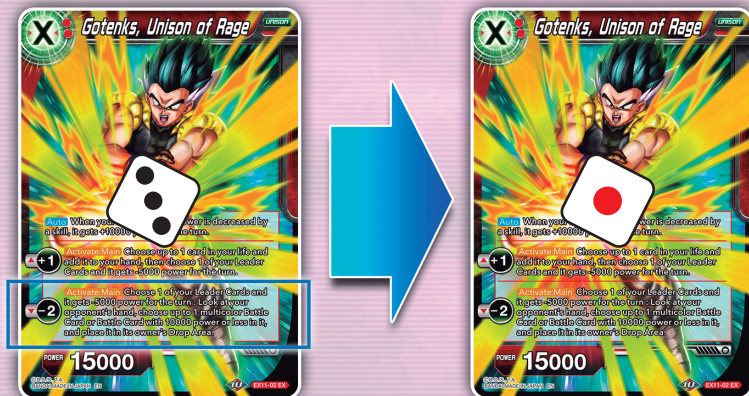
*In the example to the left, the player announced they're paying 3 energy, so the card comes into play with 3 markers on it.



② Activating Skills

- Some skills have marker costs.
- **Only one skill** with a marker cost can be activated and resolved **once per turn**.

● Activating Skills With Marker Costs



Activating this card's [-2] [Activate : Main] skill results in 2 markers being removed from the card.

When activating skills with marker costs

- ① Decide which skill you're going to activate and add or remove markers from the card equal to the marker cost. If the skill has other skill costs, pay them.
Note: If paying the marker skill cost would result in a negative number of markers on the card, the marker cost can't be paid.
- ② When removing markers from a Unison Card, any persistent effects affecting the card, including those modifying power, are reverted.
- ③ Activate and resolve the skill as normal.

③ Unison Cards in Battle

- Like Leader Cards, Unison Cards can be attacked even when in Active Mode.
- Battles are handled differently depending on if a Unison Card is the guard card or attack card.

● If it's the guard card



- ① Opponent declares Unison Card as target of attack.
- ② Opponent proceeds to Offense Step.
- ③ Normally, the Defense Step would occur here, but for Unison Cards, **the Defense Step is skipped**.
*Therefore, Unison Cards cannot combo defensively. (Negates and the **Blocker** skill are activated before the Defense Step.)
- ④ Proceed to the Damage Step.

If the Attack Card's power is greater than or equal to the Guard Card's (the Unison Card), a marker is removed from the Unison Card. If the Unison Card now has no markers remaining, it is placed in its owner's Drop Area.

*If the Attack Card has a **Strike** skill, it removes markers from the Unison Card equal to the amount of life damage it would deal when successfully attacking a Leader Card.

*If the Attack Card has **Victory Strike**, it removes all markers from the Unison Card.

● If it's the attack card



- ① Declare you're attacking with the Unison Card.
- ② Proceed to Offense Step.
- ③ Opponent proceeds to Defense Step.
- ④ Proceed to Damage Step.

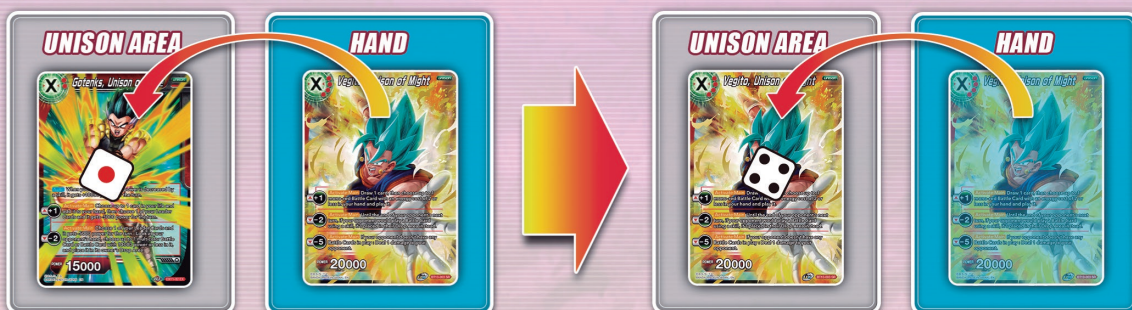
④ The Unison Card System

● Another way to add markers to Unison Cards



Once per turn, if you have a Unison Card in play, you can place another copy with the same card number under it from your hand to add a marker to it.

● Playing a new Unison Card when you already have a Unison Card in play



All cards in your Unison Area are placed in their owners' Drop Areas, and the new Unison Card comes into play. You can use a marker skill on the new Unison Card even if you already used one this turn.